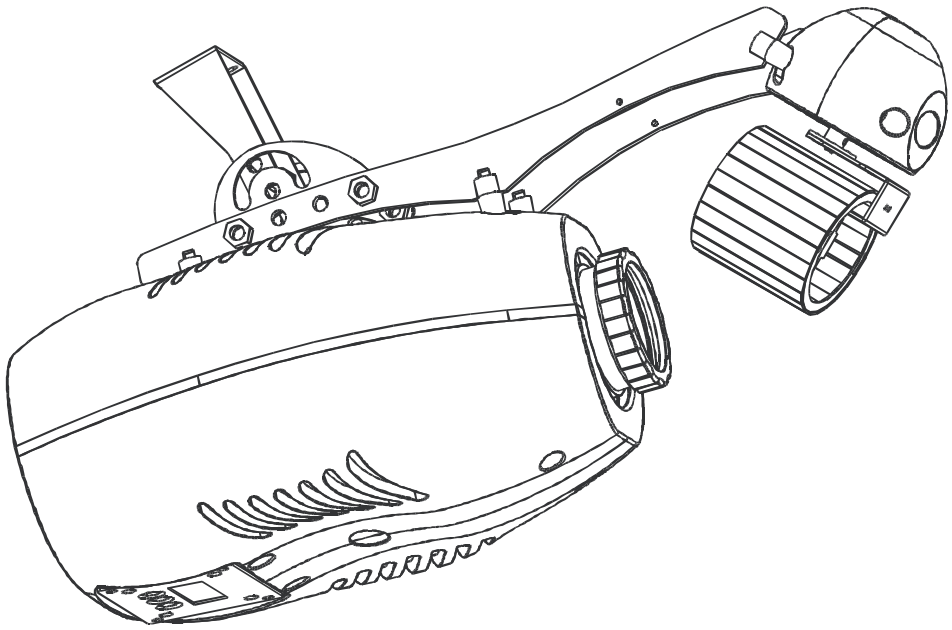
MB150 USER MANUAL

(V2.00)



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For your own safety, please read this user manual carefully before installing **MB150**.

Every person involved with the installation, operation and maintenance of **MB150** has to:
-be qualified
-follow carefully the instructions of this manual

Introduction:

Thank you for choosing **MB150**.
When you unpack **MB150,** there should be in the box the fixture, a power cable, a DMX XLR cable, a safety cable and a CD. Please check carefully that there is no damage caused in shipping. If you notice any damage then immediately let your shipper know and the dealer from whom you purchased **MB150**.

Features:

operation mode is by DMX 512 utilizing (8 channels) or stand alone or sound activation.

- pan and tilt movement :
  - 8 bit resolution for smooth and precise motion
  - pan : 156° rotation / tilt : 90° rotation
  - speed of pan/tilt movement adjustable
- strobe/shutter : high speed dual-blade shutter, 0-10Hz or random strobe
- dimmer : mechanical adjustable from 0% to 100%
- colors : 1 color wheel with 9 dichroic filters plus white, with rainbow effect
- gobos : 1 rotating gobo wheels, The wheel consist of 7 adjustable rotating gobos plus open, The wheel has ability to also shake the gobos.
- auto-program: 8 preprograms can be selected
- display: can be inverted (180)° when **MB150** is hung upside down.
- local or remote resetting of motors
- auto test for all functions
- value of each DMX-channel can be displayed
- editable program:
  edit and save a program to the on board processor using either the controls on the front panel or using an external controller like an **Elektralite CP-20.** A maximum 48 scenes/cues/looks can be saved on board. The resultant saved program can be played back from the “run” menu accessed from the front display panel

Safety Instructions.

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual. **MB150** is a high voltage fixture. Be careful when dealing with high voltages.
Please read this manual. If you do not read this manual and damages occur to MB150, then it could void the warranty.
During shipping, **MB150** may have been exposed to high temperature changes or humidity changes. So, as a precaution, do not switch **MB150** on immediately. Condensation can damage **MB150** so leave **MB150** switched off until it has reached room temperature.
The electric connection must be carried out by a qualified person and it is absolutely essential that **MB150** be **grounded**.

Always disconnect **MM150** from the power source, when the device is not in use or before cleaning it. Only unplug **MB150** from the power cord. Never pull out the plug out by pulling on the power cord.
Take care, MB150 will heat up when it is turned on and it will be very hot to touch.

Please keep **MB150** away from children and the general public. Please be intelligent and use common sense when operating **MB150. If you don't understand what that means, don't touch the MB150!**

General Guidelines.

MB150 is a lighting fixture for professional use on stages, in clubs, theatres, etc.
MB150 should only be operated at 120 volts and only indoors.
MB150 should not be operated 24/7 (24 hours a day; 7 days a week). **MB150** needs operation breaks to ensure that it will work for a long time without problems. Please do not shake **MB150** and avoid using brute force when installing or operating it.

When choosing the location to install **MB150**, please make sure that it is not exposed to extreme heat, moisture or dust. The minimum distance between **MB150** and the illuminated surface must be more than 3 feet.

Always mount **MB150** with an appropriate safety cable. If you use the quick lock cam to hang **MB150**, please make sure the 4 quick lock fasteners are **locked into position correctly.**

Operate **MB150** only when you are familiar with the features on the fixture. Do not permit operation by persons not qualified for operating it.
All modifications to **MB150 will invalidate the warranty. There are absolutely no exceptions.**

If **MB150** is operated in any way different to the ones described in this manual, **MB150** maybe damaged and the guarantee will be void.

Installation Instructions.

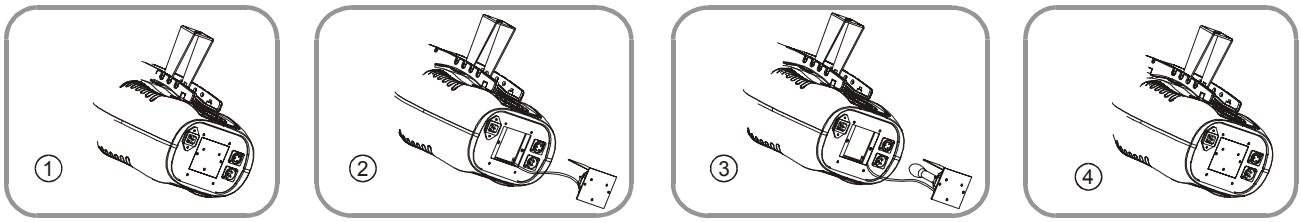
a) Installing or replacing the lamp

Only install the lamp when **MB150** is unplugged from 120 volts.
The lamp must be replaced when it has reached the end of its lamp life or if it is damaged or deformed.

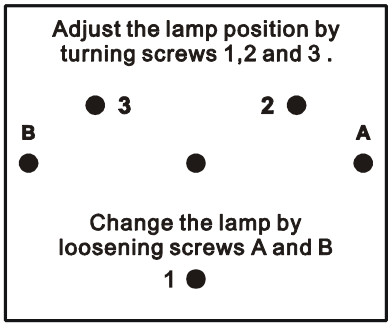
Before replacing the lamp let the lamp cool down. During operation, the lamp can reach very high temperature.
During the installation of the lamp do **not** touch the glass bulbs with bare hands. Always use a cloth to handle the lamps during insertion and removal. Your hands can leave a residue on the lamp which will cause it to deform when the lamp is hot.
Do not install a lamp with a higher wattage. They generate temperatures higher than **MB150** operating temperature and will damage the fixture both physically and electronically.

For the installation, you need one Osram HSD 150/70 lamp :

Procedure :



1) Unscrew the 2 screws on the back of the housing, holding the plate where the lamp is located.
2) Gently pull the socket holder using the knob in the middle.
3) Carefully insert the lamp into the socket. Please remember there is only one way to insert the lamp. Look at the holes in the lamp socket and compare with the lamp's pins. Gently slide the lamp and its lamp holder back into place and fasten the 2 screws.
4) On the access plate there are 3 small screws marked 1, 2 and 3.which are used to adjust the lamp. You can adjust the 3 screws to fine-tune the position of the lamp and get the maximum light output.

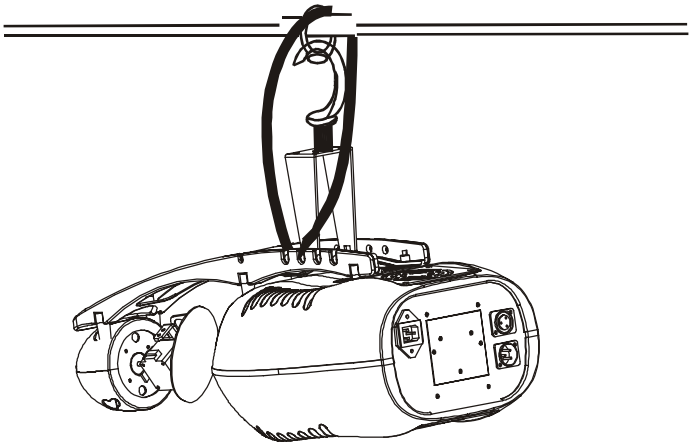


Please remember the lamp is not hot-restrike. You must wait approximately 10 minutes before you can restrike the lamp.

Do **not ever** operate **MB150** with the cover open. The lamp is a discharge lamp. All discharge lamps, irregardless of the manufacturer or type, are very volatile and can **explode**. Great caution must be exercised when working with these lamps otherwise **serious injury can happen.**

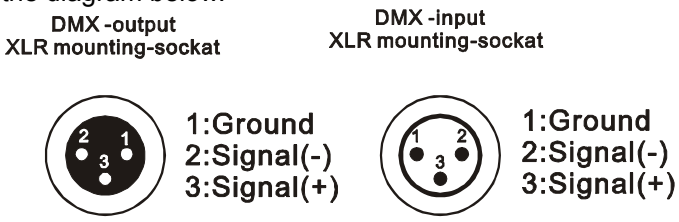
b) Mounting MB150

The installation of **MB150** has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any deformation.
The installation must always be secured with a secondary safety device (a safety cable or chain for example).
Never stand directly below **MB150** when mounting, removing or servicing **MB150**.
The installer should make sure that **MM150** is installed correctly and that the installation is checked by an expert on a regular basis.
If you are a rental house utilizing **MB150**, then use the appropriate half coupler (½ cheeseboro) or "C" clamp to secure the fixture to the truss or pipe. Remember to tighten down the cheeseboro or "C" clamp before raising the truss. Don't laugh! It has been done before now. Fixtures hopping down a truss is not a safe sight to see!!
Caution:
MB150 should be installed outside areas where people can reach it, walk by it or be seated underneath it when being installed. Overhead mounting requires experience including, amongst other things, calculating the working load limits and installation material being used. Periodic safety inspections should be done of **MB150** as the fixture does move. If you do not have the qualifications and experience, do not attempt the installation. Improper installation can result in bodily injury to yourself or others.
Before mounting make sure that the installation area can hold a minimum point load of 10 times **MB150's** weight.
Once installed then connect **MB150** to the correct power source. 120 volts A.C.
Please refer to the picture below:



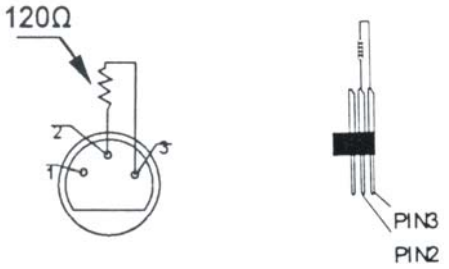
DMX-512 Control Connection

Connect the provided XLR cable to the female 3-pin XLR output of your **Elektralite CP10xt** or other DMX controller. The other end should be connected to the male 3-pin XLR input of **MB150**. Then daisy-chain out of the first **MB150** and into the next **MB150**. Never **"Y"** split the DMX connection.
If you need more cable, then it should be two core, screened cable fitted with a 3 pin XLR input and output connector. Please refer to the diagram below.



DMX-512 connection with DMX terminator

For installations where the DMX cable has to run a long distance or is in an electrically "noisy" environment, it is recommended that a DMX terminator is used. This helps prevent corruption of the digital control signal. The DMX terminator is simply a 3 pin XLR plug (male) with a 120 Ω resistor connected between pins 2 and 3. It is then plugged into the output XLR socket of the last **MB150** in the chain. Please see illustration below.



Projector DMX start address selection

All **MB150s** need be given a DMX starting address when using a DMX signal, so that the correct **MB150** responds to the correct control signals. This digital starting address is the channel number from which **MB150** starts to "listen" to the digital control information sent out from the **Elektralite CP10xt** or other DMX controller. The allocation of this starting address is done by setting the correct number on the display located on the base of **MB150**.
You can set the same starting address for all fixtures or group of fixtures, like all the **MB150s** in your plot, or you can make different address for each individual fixture.
If you set the same address, all the fixtures will start to "listen" to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.
If you set a different address, each unit will start to "listen" to the channel number you have set, based on the quantity of control channels of the fixture. That means changing the settings of one channel will affect only the selected fixture.
In the case of this **MB150**, which is an 8 channel fixture, you should set the starting address of the first unit to 1, the second **MB150** to 9 (8 + 1), the third to 17 (16 + 1), and so on.

Note:

After switching on, **MB150** will automatically detect whether DMX 512 data is received or not. If the data is received, the display will show **"A.001"** or whatever the address is set to, like "**A.017"** If there is no data received at the DMX-input, the display flashes **"A001"** or whatever the actually set address is. The important thing to remember is the address is flashing. Now this situation can occur if:

- the 3 PIN XLR plug (cable with DMX signal from the controller) is not connected to the input of **MB150**.

or

- the controller is switched off or defective.

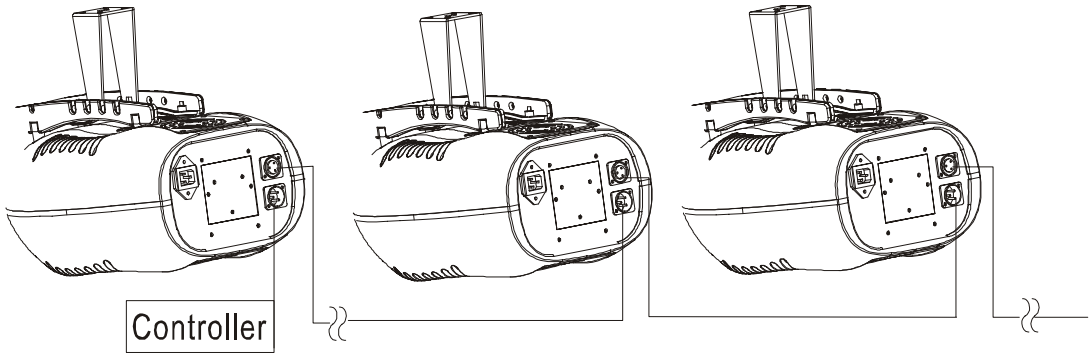
or

- if the cable or connector is defective

or

- if the signal wires are swap in the input connector. In others words, pins 1, 2 and/or 3 are not the same at both ends. Believe it or not this is very easy to do if the person making the cable does not look at the pin numbers in the connector. The numbers of the pins and the color of the cable need to match. Don't just "look" at the cable and assume they are correct!

Also Note: If the lamp is on, then the display will show **"A00.1"** or whatever the actually address is set to. If the lamp is off, then the display will show **"A001"**. Note the PERIOD!



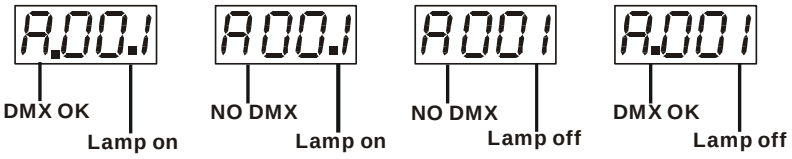
fixture 1
starting address 1

fixture 2
starting address 9

fixture 3
starting address 17

NOTE:

The modes of DMX 512 data and lamp are shown via the display:



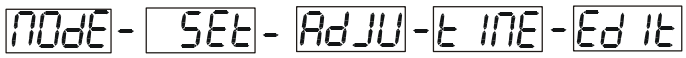
Display Panel

The Display Panel offers several features: for example, you can simply set the starting address, run the pre-programmed “shows” or reset the fixtures motors.
The main menu is accessed by pressing the Mode/esc-button until the display starts flashing. Browse through the menu by pressing the Up-button or Down-button. Press the Enter-button in order to select the desired menu. You can change the selection by pressing the Up-button or Down-button. Confirm every selection by pressing the Enter-button. You can leave every mode by pressing the Mode/esc-button. The functions provided are described in the following sections.

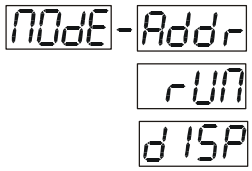
Default settings shaded.

Main functions

	Main menu	Sub menu	Extension	Display	Function
0	MODE	ADDR	VALU	A001~A511 (AXXX)	DMX address setting
			SLAV	ON/OFF (SLAV)	Slave setting
		RUN	AUTO	ALON (AU-A)	Automatic Program Run in Stand Alone
				MAST (AU-M)	Automatic Program Run as Master
			SOUN	ALON (SO-A)	Sound-controlled Program Run in Stand Alone
				MAST (SO-M)	Sound-controlled Program Run as Master
		DISP	VALU	D-XX D–00 (DXXX)	Display the DMX 512 value of each channel
			RDIS	ON/OFF	Reverse display
			CLDI	ON/OFF	Shut off LED display
1	SET	RPAN	ON/OFF		Pan Reverse
		RTIL	ON/OFF		Tilt Reverse
		REST			Reset
		LODA	ON/OFF		Restore factory settings
		VER	V-1.0~V-9.9		Software version
2	ADJU	LADJ	ON/OFF		Lamp adjustment
		TEST	T–01 ~ T–30		Test function of each channel
3	TIME	MATI	0000~9999 (hours)		Fixture running time
		LATI	0000~9999 (hours)		Lamp running time
		CLMT	ON/OFF		Clear fixture time
		CLLT	ON/OFF		Clear lamp time
4	EDIT	STEP	S–01 ~ S–48		Steps of Program Run
		SC01 ~ SC48	C–01 ~ C–30	01XX (00~FFH) 30XX (00~FFH)	Edit the channels of each scene
			TIME (sec.)	T – – X (1~9)	Time for each scene
			CNIN	ON/OFF	Edit program via controller



- **Main menu 1 (It looks like node in the display but it actually is Mode!!)**



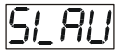
1. Press **[MODE/ESC]** to enter the main menu **"MODE"** (display flashing)
2. Press **[ENTER]** and select **"ADDR"**, **"RUN"** or **"DISP"** by pressing **[UP]** or **[DOWN]** button.
3. Press **[ENTER]** for selecting the desired sub menu.

- **DMX address setting, Slave setting**

- **DMX address setting**

With this function, you can adjust the desired DMX-address via the display panel.

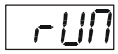
1. Select **"VALU"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, adjust the DMX address by pressing **[UP]** or **[DOWN]** button.
3. Press **[ENTER]** to confirm or pressing **[MODE/ESC]** to return to main menu.



- Slave setting

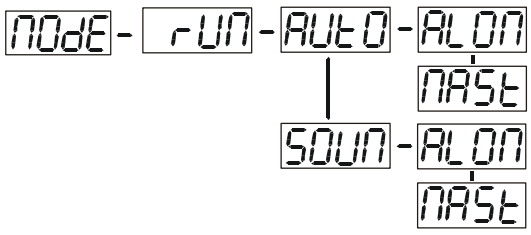
With this function, you can make the fixture as slave.

1. Select **"SLAV"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press [DOWN] to select **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or press **[MODE/ESC]** to return to main menu.



- **Program Run, Master setting**

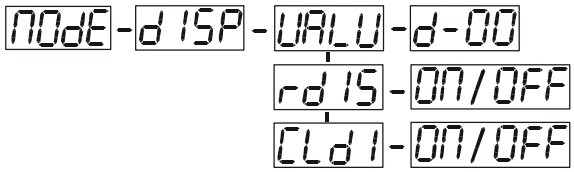
With the function **"RUN"**, you can run the internal program. You can set the number of steps under Step. You can edit the individual scenes under Edit. You can run the individual scenes either automatically (AUTO), i.e. with the adjusted Step-Time or sound-controlled (SOUN). The selection "ALON" means Stand Alone-mode and "MAST" that the device is defined as master.



1. Select **"AUTO"** or **"SOUN"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]** for selecting the desired extension menu.
3. Select **"ALON"** or **"MAST"** by pressing **[UP]** or **[DOWN]** button.

4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

dISP - Display the DMX-value, Reverse display, Shut off LED display



VALU - Display the DMX 512 value of each channel

With this function you can display the DMX 512 value of each channel.

1. Select **"VALU"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]** to confirm; the display shows**"D-00"**. In this setting, the DMX-adjustment of every channel will be displayed.
3. Press **[UP]** or **[DOWN]** button in order to select the desired channel. If you select **"D-08"** the display will only show the DMX-value of the 8th channel.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.
5. The display shows **"D- XX"**, "X" stands for the DMX-value of the selected channel.

rdIS - Reverse display (Kinda useful when your staring up at the display from the ground).

With this function you can rotate the display by 180°.

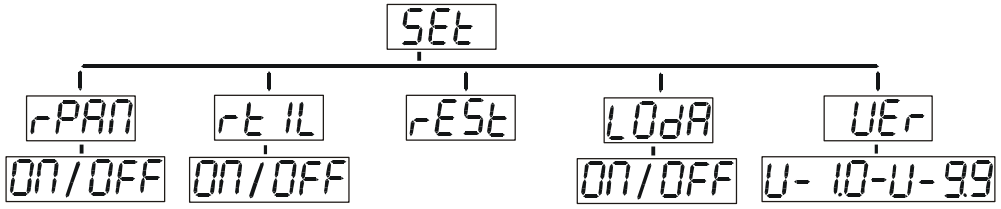
1. Select **"RDIS"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't; the display will rotate by 180°.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

CLdI - Shut off LED display

With this function you can shut off the LED display after 2 minutes.

1. Select **"CLDI"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

SEt - Main menu 2



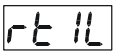
1. Press **[MODE/ESC]** to enter the main menu (display flashing).
2. Press **[UP]** or **[DOWN]** button. to select **"SET"**. Press **[ENTER].**

rPAN - Pan Reverse

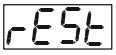
With this function you can reverse the Pan-movement.

1. Select **"RPAN"** by pressing **[UP]** or **[DOWN]** button.

2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.


- Tilt Reverse

With this function you can reverse the Tilt-movement.
1. Select **"RTIL"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.


- Reset

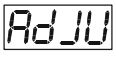
With this function you can Reset the device via the Control Board.
1. Select **"REST"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

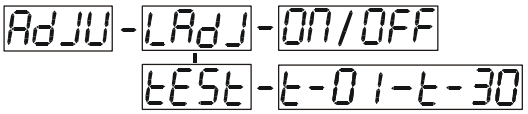
- Restore factory settings

With this function you can restore the factory settings of the device. All settings will be set back to the default values (shaded). Please remember that **Any edited scenes will be lost.**
1. Select **"LODA"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

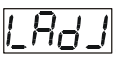
- Software version

With this function you can display the software version of the device.
1. Select **"VER"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"V-X.X"**, "X.X" stands for the version number, e.g. "V-1.0", "V-2.6".
3. Press **[MODE/ESC]** to return to the main menu.

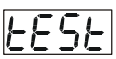

- Main menu 3



1. Press **[MODE/ESC]** to enter the main menu (display flashing).
2. Press **[UP]** or **[DOWN]** button to select **"ADJU"**. Press **[ENTER]**.

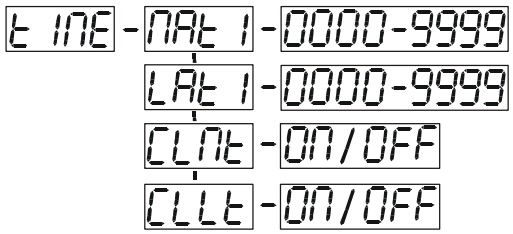

- Lamp adjustment

With this function you can adjust the lamp via the Control Board. The shutter opens and the lamp can be adjusted. In this mode, the device will not react to any control signal.
1. Select **"LADJ"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.


- Test function of each channel

With this function you can test each channel on its (correct) function.
1. Select **"TEST"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"T-XX"**, "X" stands for the channel number.
3. The current channel will be tested.
4. Select the desired channel by pressing **[UP]** or **[DOWN]** button.
5. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

- Main menu 4



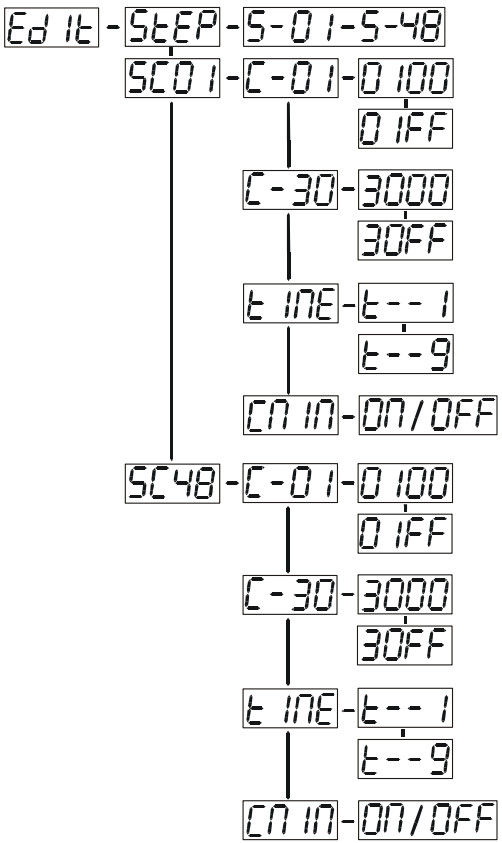
1. Press **[MODE/ESC]** to enter the main menu (display flashing).
2. Press **[UP]** or **[DOWN]** button to select **"TIME"**. Press **[ENTER]**.

- Fixture running time

With this function you can display the running time of the fixture.
1. Select **"MATI"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"XXXX"**, "X" stands for the number of hours.
3. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

- Lamp running time

With this function you can display the running time of the lamp.
1. Select **"LATI"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"XXXX"**, "X" stands for the number of hours.
3. Press **[MODE/ESC]** to return to the main menu.



- Clear fixture time

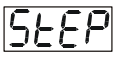
With this function you can clear the running time of the fixture.
1. Select **"CLMT"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

- Clear lamp time

With this function you can clear the running time of the lamp. Please clear the lamp time every time you replace the lamp.
1. Select **"CLLT"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or press **[DOWN]** button to **"OFF"** if you don't.
4. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

- Main menu 5

1. Press **[MODE/ESC]** to enter the main menu (display flashing).
2. Press **[UP]** or **[DOWN]** button to select **"EDIT"**.


- Define the number of steps in Run

With this function you can define the number of steps in the Program Run.

1. Select **"STEP"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"S-XX"**, "X" stands for the total amount of steps you want to save, so you can call up to 48 scenes in **"RUN"**. For example if the "XX" is 05, it means that **"RUN"** will run the first 5 scenes you saved in **"EDIT"**.
3. Press **[ENTER]** to confirm or Press **[MODE/ESC]** to return to the main menu.

- Editing the channels of the individual scenes

With this function you can edit the program to be called up in Run.

a) Editing via the fixure's display panel

1. Select **"SC01"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"SCXX"**, "X" stands for the scene number to be edited.
3. Change the scene number by pressing **[UP]** or **[DOWN]** button.
4. Press **[ENTER]**, the display shows **"C-X"**, "X" stands for the channel number Such as **"C-01"**, it means you are editing channel 1 of the selected scene.
5. Select the channel no. you would like to edit by pressing **[UP]** or **[DOWN]** button.
6. Press **[ENTER]** to enter editing for the selected channel. The fixture reacts to your settings. The display shows the DMX value of the edited channel. Such as " 04XX", it stands for in the channel 04 of the editing scene, the DMX value is XX , XX is a hexadecimal number value "01-FF".Adjust the desired DMX value by pressing **[UP]** or **[DOWN]** button.
7. Press **[ENTER]** in order to edit other channels of this scene.
8. Repeat steps 5-9 until you finish setting all the DMX values for all channels of this scene.
9. Once all the channels completed, the display will flash **"TIME"**
10. Press **[ENTER]** to edit the time needed, the display shows "t--X","X" stands for the time needed to run the current scene, value "1-9". For example, "t--2" means you need 2 seconds to run the current scene.
11. Adjust the desired time by pressing **[UP]** or **[DOWN]** button.
12. Press **[ENTER]** to save the settings for the scene you are editing, the display will change to the next scene automatically.
13. Repeat step 3-14 to edit and other scenes, you can edit and save a maximum of 48 scenes.
14. Press **[MODE/ESC]** to exit. The number of steps can be defined under **"STEP"** and the scenes can be called up under **"RUN"**

b) Editing via an external controller like an Elektralite CP10xt

Call up the first scene in your controller now.

1. Select **"SC01"** by pressing **[UP]** or **[DOWN]** button.
2. Press **[ENTER]**, the display shows **"SC01"**.
3. Press **[ENTER]**, the display shows **"C-01"**.
4. Select **"CNIN"** by pressing **[UP]** or **[DOWN]** button.
5. Press **[ENTER]**, the display shows **"OFF"**.
6. Press **[UP]** or **[DOWN]** button .the display shows **"ON"**.
7. Press **[ENTER]**, the display shows **"SC02"**. You successfully downloaded the first scene.
8. Adjust the Step-time as described above.
9. Call up the second scene in your controller now.
10. Repeat steps 5-9 until all desired scenes are downloaded.
11. Press **[MODE/ESC]** to exit. The number of steps can be defined under **"STEP"** and the scenes can be called up under **"RUN"**

MB150's FIXTURE PROFILE:

DMX channel's functions and their values :

Channel 1 - Color Wheel 1 :

0-12	Open / white
13-25	COL 1
26-38	COL 2
39-51	COL 3
52-64	COL 4
65-77	COL 5
78-90	COL 6
91-103	COL 7
104-116	COL 8
117-127	COL 9
128-187	Forwards rainbow effect from fast to slow
188-193	No rotation
194-255	Backwards rainbow effect from slow to fast

Channel 2 - Rotating gobos, cont. rotation :

0-13	Open
14-27	Rot. gobo 1 (metal)
28-41	Rot. gobo 2 (metal)
42-55	Rot. gobo 3 (metal)
56-69	Rot. gobo 4 (metal)
70-83	Rot. gobo 5 (metal)
84-97	Rot. gobo 6 (metal)
98-115	Rot. gobo 7 (metal)
116-135	Rot. gobo 1 (metal) shake
136-155	Rot. gobo 2 (metal) shake
156-175	Rot. gobo 3 (metal) shake
176-195	Rot. gobo 4 (metal) shake
196-215	Rot. gobo 5 (metal) shake
216-235	Rot. gobo 6 (metal) shake
236-255	Rot. gobo 7 (metal) shake

Channel 3 - rotating gobo rotation :

0-7	No rotation
8-127	forwards gobo rotation from fast to slow
128-135	No rotation
136-255	Backwards gobo rotation from slow to fast

Channel 4 - Shutter, strobe:

0-31	Shutter closed
32-63	Dimmer (close to open)
64-95	Strobe effect slow to fast
96-127	No function (shutter open)
128-159	Pulse-effect in sequences
160-191	No function (shutter open)
192-223	Random strobe effect slow to fast
224-255	No function (shutter open)

Channel 5 - PAN movement :

Channel 6 - TILT movement :

0-7	No Rotation of the mirror barrel
8-127	Forward rotation of the barrel from fast to slow
128-135	No Rotation of the barrel
136-255	Backward rotation of the barrel from slow to fast

Channel 7 - Speed pan/tilt movement:

0	max speed
5-225	max to min speed
226-235	blackout by movement
236-245	blackout by all wheel changing
246-255	no function

Channel 8 – reset, internal programs:

0-19	color change normal
20-39	color change to any position
40-59	No function
60-79	No function
80-99	Motor reset
100-119	Internal program 1
120-139	Internal program 2
140-159	Internal program 3
160-179	Internal program 4
180-199	Internal program 5
200-219	Internal program 6
220-239	Internal program 7
240-255	Internal program 8

CLEANING AND MAINTENANCE

The following points have to be considered during the inspection:

1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
2) There must not be any deformation on the fixture or the suspension point. In other words check the truss, ceiling, threaded rods or whatever is holding up the fixture. That also includes the safety cable or chain!
3) Mechanical moving parts must not show any traces of wearing and must not rotate out of balance.
4) The electric power supply cables must not show any damage, material fatigue or sediment.

We recommend frequent cleaning of the device. Please use a moist, lint- free cloth. Never use alcohol or solvents. **PLEASE clean around the fans and any air vents. If you do not do this regularly you will dramatically decrease the life of the lamp and the fixture itself. If it cannot "breath" it is going to die!!! Use a vacuum cleaner NOT an air hose/can. Unless you prefer to blow the dust all over the colors and gobos!!!**

There are no serviceable parts inside the device, except for the lamp. Please refer to the instructions under "Installation instructions" for lamp change.

Should you need any spare parts, please order genuine parts from your local dealer.

TECHNICAL SPECIFICATIONS

Power supply :

□98VAC,50Hz;□120VAC,50Hz;□208VAC,50Hz;□220VAC,50Hz;□230VAC,50Hz;□240VAC,50Hz;

Power consumption : max. □230W

Lamp : □ HSD150 G12 socket, Metal Halide;

Motors : 6 micro motors

Packing dimensions : 67x37x34cm (26½"x14½"x13½")

Net weight : □10.5KGS (23.1 pounds)

Gross weight: □12.5KGS (27½ pounds)

***Remark* : We obviously try not to have any errors in the manual but errors and omissions for information in this manual has to be excepted. Further all information is subject to change without prior notice.**

Other Elektralite Products include :

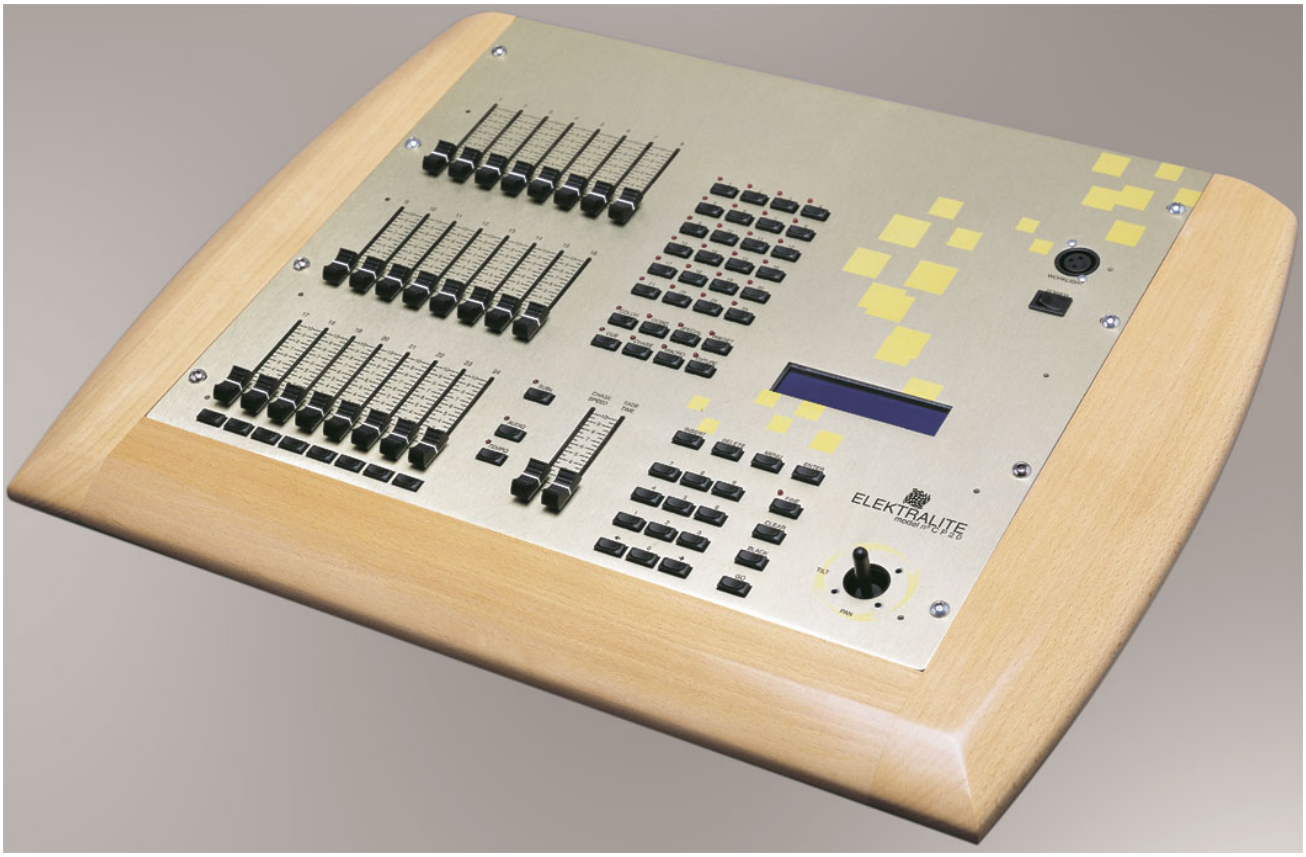
[Also check out our website at www.myelektralite.com]

CP-3 Controller.

CP-10xt Controller.

CP-16 /24 Controller.

CP-20xt Controller.



TurboFog + Fog Machine.